



Summer Day Camp 2014 Sample Itinerary

Monday's Theme:

Farm Livin'

- 9:00 **Arrival & Check-in**
- Games on the lower green as campers arrive (*Trap Ball, Game of Graces*)
 - Introduction to the staff, the week's activities, safety rules, and contests
- 9:30 **Ice Breakers**
- 10:00 **Berry Picking** (as berries ripen)
- 10:15 **Snack Time** on the Upper Green
- 11:00 **Hayride tour** of the farm (campers may also choose to hike along)
- 11:15 **Animal Tending** in Heritage Homestead
- Meet the horses, cows, goats, and sheep
 - Animal tending may include: hand feeding, holding, milking, brushing, herding, or sheep shearing
- 12:15 **Lunch** in the *Hawk's Head Public House*, followed by card games (*Murder in the Village*)
- 1:30 **Pie Making** in the *Hawk's Head Public House*
- 2:00 Free time, sports, games, and crafts:
- **Archery** lesson (Please note that archers must be age 8 or older to participate in this activity.)
 - **Weaving** lesson
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**

Tuesday's Theme:

Wilderness Day

- 9:00 **Arrival & Check-in**
- Games on the lower green as campers arrive (*Keeper of the Flame*)
 - Introduction to the day's activities
- 9:30 **Orienteering** - Campers learn the basics of using a compass and map
- 10:00 **Snack Time**
- 10:30 **Nature Hike** will feature **three** or more of the following:
- "Solo Walk"
 - Group Survival Scavenging Challenge
 - Plant identification and tips on wild edibles (none are consumed)
 - Gather plant fibers and make cordage
 - Camp water filtration
 - Quail calls
 - Basic fire building skills
- 12:15 **Lunch** in the *Hawk's Head Public House*, followed by card games (*Murder in the Wild*)
- 1:30 Free time, sports, games, and crafts:
- **Tomahawk throwing** lesson and practice
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**

Wednesday's Theme:

The Gold Rush

- 9:00 **Arrival & Check-in**
- 9:05 **Games** by the Lower Pond
- 9:30 **Hayride** from Colonial Chesterfield to Heritage Homestead
- 9:45 **Snack Time** on the Gold Rush green
- 10:00 **Gold Rush Adventure**
- Introduce the Gold Rush of 1849, gold fever, and supply and demand
 - Gold panning, mining for gold, visiting the Assayer's office, and more!
- 12:15 **Lunch** in the *Hawk's Head Public House*, followed by card games (*Murder in the Mine*)
- 1:15 **Auction** (campers use their accrued Gold Rush era currency to bid on items from the mercantile post)
- 1:30 Free time, sports, games, and crafts:
- **Archery** practice
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond
- 3:30 **Pick-up**



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Thursday's Theme: **Pirate Day**

- 9:00 **Arrival & Check-in** –Cider Cellar
9:05 **Sea Shanties & Tug of War challenge**
 - Introduce the “call & response” concept
 - Use the “sea shanty advantage” to win the Tug of War challenge9:30 **Fencing lesson and Foam Sword Challenge**
10:00 **Knot Tying lesson** to sharpen a sailor’s skills at sea and on land
10:20 **Snack Time**
10:30 **Pirate Ships** –Assemble & decorate ships and set sail
 - Test for seaworthiness, and go to battle on the high seas with another pirate’s ship
 - Learn about piracy and privateering as we test the waters11:30 **Treasure Hunt** – Thrilling, farm-wide search for the pirate’s booty (a camp favorite!)
12:15 Divide the treasure if fortune has favored yer crew
12:35 **Lunch** in the *Hawk’s Head Public House*, followed by card games (*Murder aboard Ship*)
1:45 Free time, sports, games, and crafts:
 - **Tomahawk throwing** practice
 - Foam Sword Challenge
 - Reading, drawing, painting, puzzles, games, & relaxing by the Lower Pond3:30 **Pick-up**

Friday's Theme: **Water Day**

- 9:00 **Arrival & Check-in** –Cider Cellar
 - Games on the lower green as campers arrive (*Bubble Slayer, Ninja*)
 - Introduction to the day’s activities9:15 **Hayride** tour of the farm with **Berry Picking** (as crop ripens)
10:00 **Snack Time**
10:15 **Tomahawk throwing tournament**
10:45 **Archery tournament**
11:15 **Bucket Brigade** (with water fight!)
 - Teams compete by moving **buckets of water**
 - Relay race to extinguish a “fire”12:15 **Lunch** outdoors under the lower green shelter, followed by card games
1:15 **Pond time**, free time, games, and crafts:
 - Swimming & splashing in the Lower Pond
 - Finish any craft projects2:45 Conclude pond time
3:00 **Award** for archery & tomahawk throwing tournaments
Award for “sportsman of the week”
Spend any prize credits at the Colonial Chesterfield Mercantile Post
3:30 **Pick-up**

Extended Hours may feature: Art, Blacksmithing, Butter Making, Candle Dipping, Gardening, Hiking, Music, Paper Making, Printing Press
Note: Camp activities vary based on the ages and interests of each group, and the tours scheduled for each week.